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METHOD AND SYSTEM FOR TEXTURE
GENERATION

Abstract:

PROBLEM TO BE SOLVED: To generate a texture of high quality by correctly positioning and composting plural two-dimensional images.

SOLUTION: In the texture generation for three-dimensional computer graphics which combines a texture and a three-dimensional shape model together and displays a body on a screen in three dimensions, a 1st image G1 showing a body viewed from a 1st viewpoint and the three-dimensional shape model are positioned to show the body viewed from a 2nd viewpoint, and a 2nd image G3 including visual information on an overlap part in the body that part of the 1st image corresponds to and the three-dimensional shape model are positioned; and partial images G10 and G20 corresponding to a polygon Q4 corresponding to the overlap part are extracted from the 1st and 2nd images according to the positioning result of the overlap part of the three-dimensional model about the polygon Q4, and the 1st partial image G10 and 2nd partial image G20 are positioned so that corresponding pixels overlap each other by performing pattern matching in pixel unit.

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